IGAM.003CP1 PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant

Rolf E. Carlson, et al

Appl. No.

10/658,836

Filed

August 21, 2003

For

: UNIVERSAL GAMING ENGINE

Examiner

Brandon S. Hoffman

Group Art Unit

2136

RESPONSE TO THE OFFICE ACTION OF AUGUST 6, 2008

Mail Stop Amendment

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Dear Sir:

In the Office Action mailed on August 6, 2008, the Examiner indicated that Applicant has suggested an interference pursuant to 37 C.F.R. § 41.202(a) in a communication filed August 21, 2003, but failed to submit all information required under 37 C.F.R. § 41.202(a).

Applicant respectfully repeats its position that Applicant has not suggested an interference pursuant to 37 C.F.R. § 41.202(a). "However, Applicant had merely notified the Examiner, in furtherance of Applicant's duty of disclosure, that the "present application, as amended, has claims copied from U.S. Patent Application No. 10/116,424, filed April 3, 2002, entitled "SECURED VIRTURAL NETWORK IN A GAMING ENVIRONMENT", U.S. Patent Publication No. US 2002/0116615 A1." Transmittal, filed August 21, 2003. Thus, Applicant submits that it has not suggested an interference pursuant to 37 CFR 41.202(a)." See an Amendment filed July 17, 2007.

Nonetheless, Applicant hereby submits certain and all information required under 37 C.F.R. § 41.202 and listed in the Office Action to comply with the Examiner's request for such information supporting a suggestion for an interference pursuant to 37 C.F.R. § 41.202.

37 C.F.R. § 41.202(a) allows an applicant to suggest an interference with another application or a patent. The suggestion must: (1) provide sufficient information to identify the application or patent with which the applicant seeks an interference, (2) identify all claims the

10/658,836

Filed

August 21, 2003

applicant believes interfere, propose one or more counts, and show how the claims correspond to one or more counts, (3) for each count, provide a claim chart comparing at least one claim of each party corresponding to the count and show why the claims interfere within the meaning of § 41.203(a), (4) explain in detail why the applicant will prevail on priority, (5) if a claim has been added or amended to provoke an interference, provide a claim chart showing the written description for each claim in the applicant's specification, and (6) for each constructive reduction to practice for which the applicant wishes to be accorded benefit, provide a chart showing where the disclosure provides a constructive reduction to practice within the scope of the interfering subject matter.

Pursuant to 37 C.F.R. § 41.202, Applicant submit the following information.

(1) Identification of the patent – 37 CFR § 41.202(a)(1)

The suggested interference is between the above-captioned application and the U.S. Patent Application No. 10/116,424, filed April 3, 2002, entitled "SECURED VIRTURAL NETWORK IN A GAMING ENVIRONMENT", U.S. Patent Publication No. US 2002/0116615, now U.S. Patent No. 7,168,089, issued January 23, 2007, having Binh Nguyen as the first named inventor and assigned to IGT, hereinafter referred to as the "IGT Patent."

(2) Presentation of the Proposed Counts – 37 CFR § 41.202(a)(2)

The Examiner requested that Applicant identifies all of the interfering claims and shows how the claims correspond to the counts. Pursuant to the Examiner's request, Applicant identifies all of the interfering claims, and shows how the claims correspond to the counts.

Claims 29-32, 35-43, 49, 56-58, 60-72, 93, 94, 96, 100, 101, 103-106, 112, 113, 115, 117, 119-124, 131, 136, 144, 145, 151, 152, 155, 157, 161, 165-167 are pending in the present application. The IGT patent includes Claims 1-136.

The proposed Count 1 of the interference is as follows:

10/658,836

Filed

August 21, 2003

Count 1

The subject matter of Count 1	Claims of IGT Patent corresponding to Count 1	Claims of the present application corresponding to Count 1
56. In an authorization agent, a method of regulating a transfer of gaming information between two gaming devices, the method comprising: receiving a gaming information request message with gaming transaction information from a first gaming device; validating the gaming information request using the gaming transaction information; sending an authorization message to the first gaming device authorizing the first gaming device to transfer gaming information to a second gaming device; sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message; wherein the gaming information is for a game of chance played on a gaming machine.	Claims 1-136	Independent Claims 29, 56, 93, 112, 131, 151, 165

Claims 166 and 167 of the present application relate to a system for communicating gaming information, including a gaming machine, a remote computer, and a gaming server. This subject matter is not covered by any claim of the IGT patent. Therefore, it is respectfully submitted that Claims 166-167 define separate patentable inventions from the claims corresponding to the counts below.

10/658,836

Filed

August 21, 2003

(3) Explanation of Why the Claims Interfere – 37 CFR § 41.202(a)(3)

The following claim charts compare certain claims of the present application with all the claims of the IGT patent. The claim chart also shows why the claims interfere within the meaning of 37 C.F.R § 41.203(a).

COMPARISON OF PENDING CLAIMS WITH THE IGT PATENT CLAIMS $\underline{\textbf{Count 1}}$

Pending Claim 29	IGT Patent Claim 1	Reason for Interference
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising	In a software authorization agent, a method of generating a gaming software transaction record used to facilitate a transfer of gaming software between two gaming devices, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request from a first gaming device;	receiving a gaming software transaction request from a first gaming device;	Each claim would anticipate or render obvious as to this limitation.
authenticating an identity of the first gaming device;	authenticating an identity of the first gaming device;	Each claim would anticipate or render obvious as to this limitation.
generating a gaming transaction record comprising gaming transaction information;	generating a gaming software transaction record comprising gaming software transaction information that is used to approve or reject the transfer of gaming software from a second gaming device to the first gaming device	Each claim would anticipate or render obvious as to this limitation.
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are	sending an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 29	IGT Patent Claim 1	Reason for Interference
separate from the	and wherein the first gaming	
authorization agent, whereby	device and the second gaming	
the first gaming device	device are separate from the	
transfers the gaming	software authorization agent;	
information to the second		
gaming device in response to		
the message;		
Wherein the gaming	wherein the gaming software	Each claim would anticipate
information is for a game of	is for at least one of a) a game	or render obvious as to this
chance played on a gaming	of chance played on a gaming	limitation.
machine.	machine, b) a bonus game of	
	chance played on a gaming	
	machine, c) a device driver for	
	a for a device installed on a	
	gaming machine, d) a player	
	tracking service on a gaming	
	machine and e) an operating	
	system installed on the gaming	
	machine.	

Pending Claim 29	IGT Patent Claim 52	Reason for Interference
In an authorization agent, a	In a software authorization	Applicant takes no position as
method of generating a	agent, a method of providing	to whether this portion of the
gaming transaction record	gaming software transaction	claims constitutes a limitation.
used to facilitate a transfer of	information, the method	To the extent the preamble
gaming information between	comprising:	recitation constitutes a
two gaming devices, the		limitation, each claim would
method comprising		anticipate or render obvious
		the other as to the preamble
		recitation.
receiving a gaming transaction	receiving a gaming software	Each claim would anticipate
request from a first gaming	transaction information	or render obvious as to this
device;	request from a gaming device;	limitation.
authenticating an identity of	authenticating an identity of	Each claim would anticipate
the first gaming device;	the gaming device;	or render obvious as to this
		limitation.
generating a gaming	querying a gaming software	Each claim would anticipate
transaction record comprising	transaction database for a set	or render obvious as to this
gaming transaction	of gaming software transaction	limitation.
information;	information requested by the	
	gaming device, said gaming	
	software transaction database	
	comprising a plurality of	

Pending Claim 29	IGT Patent Claim 52	Reason for Interference
	records of gaming software transactions wherein each gaming software transaction is related to a request to authorize a transfer of gaming software received by the software authorization agent; and	
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message;	sending the requested gaming software transaction information to the gaming device; sending an authorization message to a first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device and wherein the first warning device and the second gaming a device are separate from the software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
Wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 165	IGT Patent Claim 1	Reason for Interference
In an authorization agent, a	In a software authorization	Applicant takes no position as
method of generating a	agent, a method of generating	to whether this portion of the
gaming transaction record	a gaming software transaction	claims constitutes a limitation.
used to facilitate a transfer of	record used to facilitate a	To the extent the preamble
gaming information between	transfer of gaming software	recitation constitutes a

Pending Claim 165	IGT Patent Claim 1	Reason for Interference
two gaming devices, the method comprising	between two gaming devices, the method comprising:	limitation, each claim would anticipate or render obvious the other as to the preamble
		recitation.
receiving a gaming transaction	receiving a gaming software	Each claim would anticipate
request from a first gaming device;	transaction request from a first gaming device;	or render obvious as to this limitation.
authenticating an identity of	authenticating an identity of	Each claim would anticipate
the first gaming device;	the first gaming device;	or render obvious as to this limitation.
generating a gaming	generating a gaming software	Each claim would anticipate
transaction record comprising	transaction record comprising	or render obvious as to this
gaming transaction	gaming software transaction	limitation.
information that authorizes	information that is used to	
the transfer of gaming	approve or reject the transfer	
information from a second	of gaming software from a	
gaming device to the first	second gaming device to the	
gaming device; sending a message to the first	first gaming device sending an authorization	Each claim would anticipate
gaming device wherein the	message to the first gaming	or render obvious as to this
message includes information	device wherein the	limitation.
authorizing the first gaming	authorization message	inintation.
device to transfer the gaming	includes information	
information to the second	indicating whether the first	
gaming device wherein the	gaming device is authorized to	
first gaming device and the	transfer the gaming software	
second gaming device are	to the second gaming device	
separate from the	and wherein the first gaming	
authorization agent, whereby	device and the second gaming	
the first gaming device	device are separate from the	
transfers the gaming	software authorization agent;	
information to the second		
gaming device in response to		
the message;	when the coming the	Took alain and 11 direct
Wherein the gaming	wherein the gaming software	Each claim would anticipate
information is for a game of	is for at least one of a) a game of chance played on a gaming	or render obvious as to this limitation.
chance played on a gaming machine.	machine, b) a bonus game of	mintation.
macinio.	chance played on a gaming	
	machine, c) a device driver for	
	a for a device installed on a	
	gaming machine, d) a player	
	tracking service on a gaming	
	machine and e) an operating	

Pending Claim 165	IGT Patent Claim 1	Reason for Interference
	system installed on the gaming	
	machine.	

Pending Claim 165	IGT Patent Claim 52	Reason for Interference
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising	In a software authorization agent, a method of providing gaming software transaction information, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request from a first gaming device; authenticating an identity of the first gaming device;	receiving a gaming software transaction information request from a gaming device; authenticating an identity of the gaming device;	Each claim would anticipate or render obvious as to this limitation. Each claim would anticipate or render obvious as to this limitation.
generating a gaming transaction record comprising gaming transaction information that authorizes the transfer of gaming information from a second gaming device to the first gaming device	querying a gaming software transaction database for a set of gaming software transaction information requested by the gaming device, said gaming software transaction database comprising a plurality of records of gaming software transactions wherein each gaming software transaction is related to a request to authorize a transfer of gaming software received by the software authorization agent; and	Each claim would anticipate or render obvious as to this limitation.
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are	sending the requested gaming software transaction information to the gaming device; sending an authorization message to a first gaming device wherein the authorization message includes information	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 165	IGT Patent Claim 52	Reason for Interference
separate from the	indicating whether the first	
authorization agent, whereby	gaming device is authorized to	
the first gaming device	transfer the gaming software	
transfers the gaming	to a second gaming device and	
information to the second	wherein the first warning	
gaming device in response to	device and the second gaming	
the message;	a device are separate from the	
	software authorization agent;	
Wherein the gaming	wherein the gaming software	Each claim would anticipate
information is for a game of	is for at least one of a) a game	or render obvious as to this
chance played on a gaming	of chance played on a gaming	limitation.
machine.	machine, b) a bonus game of	
	chance played on a gaming	
	machine, c) a device driver for	
	a for a device installed on a	
	gaming machine, d) a player	
	tracking service on a gaming	
	machine and e) an operating	
	system installed on a gaming	
	machine.	

Pending Claim 56	IGT Patent Claim 28	Reason for Interference
In an authorization agent, a	In a software authorization	Applicant takes no position as
method of regulating a transfer	agent, a method of regulating a	to whether this portion of the
of gaming information	transfer of gaming software	claims constitutes a limitation.
between two gaming devices,	between two gaming devices,	To the extent the preamble
the method comprising:	the method comprising:	recitation constitutes a
		limitation, each claim would
		anticipate or render obvious
		the other as to the preamble
		recitation.
receiving a gaming information request message with gaming transaction information from a first gaming device;	receiving a gaming software download request message with gaming software transaction information from a first gaming device;	Each claim would anticipate or render obvious as to this limitation.
validating the gaming information request using the gaming transaction information;	validating the gaming software download request using the gaming software transaction information;	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 56	IGT Patent Claim 28	Reason for Interference
sending an authorization message to the first gaming device authorizing the first gaming device authorizing the first gaming device to transfer gaming information to a second gaming device; sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message;	sending an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device and wherein the first gaming device and the second gaming device are from the software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 93	IGT Patent Claim 65	Reason for Interference
In a first gaming device, a	In a first gaming device, a	Applicant takes no position as
method of requesting a	method of requesting a	to whether this portion of the
transfer of gaming information	transfer of gaming software	claims constitutes a limitation.
from a second gaming device,	from a second gaming device,	To the extent the preamble
said method comprising:	said method comprising:	recitation constitutes a

Pending Claim 93	IGT Patent Claim 65	Reason for Interference
		limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
generating a gaming transaction request;	generating a gaming software transaction request;	Each claim would anticipate or render obvious as to this limitation.
sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming software from the send gaming device; and	sending the gaming software transaction request to a gaming software authorization agent that approves or rejects the transfer of gaming software from the second gaming device; and	Each claim would anticipate or render obvious as to this limitation.
receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,	receiving an authorization message from the gaming software authorization agent wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device and wherein the first gaming device and the second gaming device are separate from the gaming software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine and; transferring the gaming information to the second gaming device in response to receiving the message.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine d) a player tacking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 112	IGT Patent Claim 84	Reason for Interference
	(=	1. = ==================================

Pending Claim 112	IGT Patent Claim 84	Reason for Interference
In a first gaming device, a method of transferring gaming information to a second gaming device, said method comprising:	In a first gaming device, a method of transferring gaming software to a second gaming device, said method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request;	receiving a gaming software transaction request from the second gaming device;	Each claim would anticipate or render obvious as to this limitation.
sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming information;	sending the gaming software transaction request to a gaming software authorization agent that approves or rejects the transfer of gaming software;	Each claim would anticipate or render obvious as to this limitation.
receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent; and	receiving an authorization message from the gaming software authorization agent wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gamma device; and	Each claim would anticipate or render obvious as to this limitation.
transferring the gaming information to the second gaming device;	transferring the gaming software to the second gaming device;	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 112	IGT Patent Claim 84	Reason for Interference
	gaming machine, d) a player	
	tracking service on a gaming	
	machine and e) an operating	
	system installed on a gaming	
	machine.	

Pending Claim 131	IGT Patent Claim 103	Reason for Interference
An authorization agent for facilitating the transfer of gaming information between a plurality of gaming devices, the authorization agent comprising:	A software authorization agent for facilitating the transfer of gaming software between a plurality of gaming devices, the software authorization agent comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and	a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and	Each claim would anticipate or render obvious as to this limitation.
a processor configured or designed to (i) receive gaming information transfer requests via the network interface from a first gaming device for the transfer of gaming from the first gaming device to a second gaming device (ii) approve or reject the gaming transaction request (iii) send a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the	a processor configured at designed to (i) receive gaming software transfer requests via the network interface from a first gaming device for the transfer of gaming software from the first gaming device to a second gaming device (ii) approve or reject the gaming software transaction request; and iii) send an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device;	Claim 131 would anticipate or render obvious Claim 103 as to this limitation.

Pending Claim 131	IGT Patent Claim 103	Reason for Interference
authorization agent, whereby		
the first gaming device		
transfers the gaming		
information to the second		
gaming device in response to		
the message,		
wherein the gaming	wherein, the gaming software	Each claim would anticipate
information is for a game of	is for at least one of a) a game	or render obvious as to this
chance played on a gaming	of chance played on a gaming	limitation.
machine.	machine, b) a bonus game of	
	chance played on a gaming	
	machine, c) a device driver for	
	a for a device installed on a	
	gaming d) a player tracking	
	service on a gaming machine	
	and e) an operating system	
	installed on a gaming	
	machine.	

Pending Claim 151	IGT Patent Claim 123	Reason for Interference
A first gaming device comprising:	A first gaming device comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble
a network interface allowing communications between the first gaming device, an authorization agent and one or more other gaming devices; and	a network interface allowing communications between the first gaming device, a software authorization agent and one or more other gaming devices; and	Each claim would anticipate or render obvious as to this limitation.
a processor configured or designed to (i) send a request for the transfer of gaming information from the first gaming device to a second	a processor configured or designed to (i) send a request for the transfer of gaming software from the first gaming device to a second gaming	Each claim would anticipate or render obvious as to this limitation.

Appl. No. : 10/658,836 Filed : August 21, 2003

Pending Claim 151	IGT Patent Claim 123	Reason for Interference
gaming device via the network interface to the authorization agent (ii) receive a message from the authorization agent and (iii) transfer the gaming information to the second gaming device in response to receiving the message wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,	device via the network interface to the software authorization agent (ii) receive an authorization message from the software authorization agent wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device and wherein the first gaming device and the second gaming device are separate from the software authorization agent:	
wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

(4) Applicant Will Prevail on Priority – 37 CFR § 41.202(a)(4)

Applicant will prevail on priority in an interference, if declared. Applicant would be the Senior Party in an interference. In particular, the IGT patent was filed on April 3, 2002. Applicant is entitled to constructively claim priority to, *inter alia*, U.S. Application No. 09/698,507, filed October 26, 2000 entitled "CRYPTOGRAPHY AND CERTIFICATE AUTHORITIES IN GAMING MACHINES", which claims priority to U.S. Provisional Application No.: 60/161,591, filed October 26, 1999. Accordingly, Applicant can prove a constructive reduction to practice by October 26, 1999 being earlier than the earliest constructive

10/658,836

Filed

August 21, 2003

reduction to practice of the IGT patent. For at least these reasons, Applicant will prevail on priority if an interference is declared.

Applicant further submits that the evidence for constructive reduction to practice submitted herein is not exhaustive. In the event interference is declared, Applicant reserves the right to set forth additional evidence including declarations or to rely on one or more priority applications not cited herein. For instance, the present application also includes priority claims to, *inter alia*, U.S. Application No. 08/358,242 filed December 19, 1994, as well as U.S. Application No. 09/732,650 filed December 7, 2000.

(5) Written Description/Constructive Reduction to Practice -- CFR § 41.202(a)(5),(6)

The following tables illustrate the written description support for claims in the pending application and priority applications¹. The support for the pending application 10/658, 836 refers to the substitute specification as filed on November 15, 2006. The '507 application and the '591 provisional application share the same specification.

Pending Claim 29	
In an authorization agent, a	Pending application 10/658,836
method of generating a	Paragraph [0147] on page 35. Discloses regulating gaming
gaming transaction record	transactions comprising remote play of game between devices
used to facilitate a transfer	("In one embodiment during play of the gaming machine 1120,
of gaming information	the remote player views a digital representation of the game
between two gaming	being played on the gaming machine 1120.")
devices, the method	
comprising	Priority application 09/698,507 (Oct. 2000)
	p. 23, 10-18. Discloses regulating gaming transactions
	comprising remote play of game between devices ("in one
	embodiment during play of the gaming machine, the remote
	player views a digital representation of the game being played on
	the gaming machine.")
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
receiving a gaming	Pending application 10/658,836
transaction request from a	Paragraphs [0143]-[0144] on page 34. Describes receiving

The cited references are not exhaustive. In the event interference is declared, Applicant reserves the right to set forth additional citations or rely on one or more applications not cited herein.

first gaming device;	request to play a game.
	Priority application 09/698,507 (Oct. 2000)
	p. 22, 11-20. Describes receiving request to play a game.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.
authenticating an identity of	Pending application 10/658,836
the first gaming device;	Paragraphs [0143]-[0145] on pages 34-35. Describes
	authentication of remote computer to allow game playing.
·	Priority and indian 00/(00 507 (O-4 2000)
	Priority application 09/698,507 (Oct. 2000)
	p 22, 20-22. Describes authentication of remote computer to allow game playing.
	anow game playing.
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
generating a gaming	Pending application 10/658,836
transaction record	Paragraph [0149] on page 35. Discloses that the gaming server
comprising gaming	or gaming machine can "document information with regard to
transaction information;	wagering during remote play." "Such information can include
	identification information about the remote player and amounts
	wagered"
	Priority application 09/698,507 (Oct. 2000)
	p.23, 27-33. Discloses that the gaming server or gaming
	machine can "document information with regard to wagering
	during remote play." "Such information can include
	identification information about the remote player and amounts
	wagered"
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
sending a message to the	Pending application 10/658,836
first gaming device wherein	Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a
the message includes	gaming server 1110 sending an encryption key to a gaming
information authorizing the	machine 1120 for communicating with a remote machine 1150,
first gaming device to	wherein the gaming machine 1120 and the remote machine 1150
transfer the gaming	are separate from the gaming server. The gaming machine 1120
information to the second	then transfers information encrypted using the key to the remote
gaming device wherein the	machine 1150.
first gaming device and the	Priority application 00/608 507 (Oct 2000)
second gaming device are separate from the	Priority application 09/698,507 (Oct. 2000) p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses
authorization agent,	a gaming server sending an encryption key to a gaming machine
whereby the first gaming	for communicating with a remote machine, wherein the gaming
mo mo mo gamming	101 John Microsoft Microso

device transfers the gaming information to the second gaming device in response	machine and the remote machine are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine.
to the message;	
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
Wherein the gaming	Pending application 10/658,836
information is for a game of	Paragraph 105 on pages 23-24. Discloses a variety of games that
chance played on a gaming machine.	may be played.
macmine.	Priority application 00/608 507 (Oct 2000)
	Priority application 09/698,507 (Oct. 2000)
	p. 8, 13-15. Discloses a variety of games that may be played.
	Provisional application 60/161,591 (Oct. 1999)
	1
	Same as '507 application.

Pending Claim 56	
In an authorization agent, a	Pending application 10/658,836
method of regulating a	Paragraph [0147] on page 35. Discloses regulating gaming
transfer of gaming	transactions comprising remote play of game between devices
information between two	("In one embodiment during play of the gaming machine 1120,
gaming devices, the method	the remote player views a digital representation of the game
comprising:	being played on the gaming machine 1120.")
	Priority application 09/698,507 (Oct. 2000)
	p. 23, lines 10-18. Discloses regulating gaming transactions
	comprising remote play of game between devices("in one
	embodiment during play of the gaming machine, the remote
	player views a digital representation of the game being played on
	the gaming machine.")
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
receiving a gaming	Pending application 10/658,836
information request message	Paragraphs [0143]-[0144] on page 34. Describes receiving
with gaming transaction	request to play a game.
information from a first	
gaming device;	Priority application 09/698,507 (Oct. 2000)
	p. 22, 11-20. Describes receiving request to play a game.
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
	Same as 307 application.
validating the gaming	Pending application 10/658,836

:

10/658,836

Filed

August 21, 2003

information request using the gaming transaction information; Paragraphs [0144] on page 34. Describes validation of remote computer to allow game playing.

Priority application 09/698,507 (Oct. 2000)

p 22, 20-22. Describes validation of remote computer to allow game playing.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

sending an authorization message to the first gaming device authorizing the first gaming device to transfer gaming information to a second gaming device;

Pending application 10/658,836

Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150.

Priority application 09/698,507 (Oct. 2000)

p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message;

Pending application 10/658,836

Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150, after receiving the key.

Priority application 09/698,507 (Oct. 2000)

p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine, after receiving the key.

	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.
wherein the gaming	
	,
information is for a game of	
chance played on a gaming	may be played.
machine.	
	Priority application 09/698,507 (Oct. 2000)
	p. 8, 13-15. Discloses a variety of games that may be played.
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.

Pending Claim 93	
In a first gaming device, a	Pending application 10/658,836
method of requesting a	Paragraphs [0142]-[0143] on pages 34. Discloses that a remote
transfer of gaming	gaming machine makes a request to a gaming server to play a
information from a second	specific gaming machine.
gaming device, said method	
comprising:	Priority application 09/698,507 (Oct. 2000)
	p.21, line 29 to p. 22, line 10. Discloses that a remote gaming
	machine 150 makes a request to a gaming server 110 to play a
	specific gaming machine 120.
	Provisional application (0/1(1 501 (Oct 1000)
	Provisional application 60/161,591 (Oct. 1999)
concreting a coming	Same as '507 application.
generating a gaming	Pending application 10/658,836 Pergraph [01/0] on page 25. Discloses that the gaming server
transaction request;	Paragraph [0149] on page 35. Discloses that the gaming server or gaming machine can "document information with regard to
	wagering during remote play." "Such information can include
	identification information about the remote player and amounts
	wagered"
	Priority application 09/698,507 (Oct. 2000)
	p.23, 27-33. Discloses that the gaming server or gaming
	machine can "document information with regard to wagering
	during remote play." "Such information can include
	identification information about the remote player and amounts
	wagered"
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
sending the gaming	Pending application 10/658,836
transaction request to a	Paragraphs [0143]-[0144] on page 34. Describes sending
gaming authorization agent	request to gain access to play a game at the server. Also

: 10/658,836

Filed

August 21, 2003

that authorizes the transfer of gaming software from the send gaming device; and discloses allowing or rejecting access.

Priority application 09/698,507 (Oct. 2000)

p. 22, 11-20. Describes sending request to gain access to <u>play</u> a game at the server. Also discloses allowing or rejecting access.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,

Pending application 10/658,836

Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150.

Priority application 09/698,507 (Oct. 2000)

p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

wherein the gaming information is for a game of chance played on a gaming machine and; transferring the gaming information to the second gaming device in response to receiving the message.

Pending application 10/658,836

Paragraph 105 on pages 23-24. Discloses a variety of games that may be played.

Priority application 09/698,507 (Oct. 2000)

p. 8, 13-15. Discloses a variety of games that may be played.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

Pending Claim 112

In a first gaming device, a method of transferring gaming information to a second gaming device, said method comprising:

Pending application 10/658,836

Paragraphs [0142]-[0143] on pages 34. Discloses that a remote gaming machine makes a request to a gaming server to play a specific gaming machine. The gaming machine or the gaming server then transfers information related to the game offered by the gaming machine to the remote gaming machine.

	Ţ
	Priority application 09/698,507 (Oct. 2000) p.21, line 29 to p. 22, line 10. Discloses that a remote gaming machine 150 makes a request to a gaming server 110 to play a specific gaming machine 120. The gaming machine 120 or the gaming server 110 then transfers information related to the game offered by the gaming machine 120 to the remote gaming machine 150.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.
receiving a gaming	Pending application 10/658,836
transaction request;	Paragraphs [0143]-[0144] on page 34. Describes receiving request to play a game.
	Driggity application 00/609 507 (Oct. 2000)
	Priority application 09/698,507 (Oct. 2000)
	p. 22, 11-20. Describes receiving request to <u>play</u> a game.
	Provisional arreliantian (0/1(1 501 (O-4 1000)
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
sending the gaming	Pending application 10/658,836
transaction request to a	Paragraphs [0143]-[0144] on page 34. Describes sending
gaming authorization agent	request to gain access to <u>play</u> a game at the server. Also
that authorizes the transfer	discloses allowing or rejecting access.
of gaming information;	•
	Priority application 09/698,507 (Oct. 2000)
	p. 22, 11-20. Describes sending request to gain access to play a
	game at the server. Also discloses allowing or rejecting access.
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
receiving a message on the	Pending application 10/658,836
first gaming device from the	Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a
authorization agent wherein	gaming machine 1120 receiving an encryption key from a
the message includes	gaming server 1110 for communicating with a remote machine
information authorizing the	1150, wherein the first gaming device and the second gaming
first gaming device to	device are separate from the gaming server. The gaming
transfer the gaming	machine 1120 then transfers information encrypted using the key
information to the second	to the remote machine 1150.
	to the remote machine 1130.
gaming device wherein the	Priority application 00/608 507 (0-4-2000)
first gaming device and the	Priority application 09/698,507 (Oct. 2000)
second gaming device are	p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses
separate from the	a gaming machine receiving an encryption key from a gaming
authorization agent; and	server for communicating with a remote machine, wherein the
	first gaming device and the second gaming device are separate
	from the gaming server. The gaming machine then transfers

	information encrypted using the key to the remote machine.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.
transferring the gaming information to the second gaming device;	Pending application 10/658,836 Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming machine 1120 receiving an encryption key from a gaming server 1110 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150.
	Priority application 09/698,507 (Oct. 2000) p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming machine receiving an encryption key from a gaming server for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.
wherein the gaming information is for a game of chance played on a gaming machine.	Pending application 10/658,836 Paragraph 105 on pages 23-24. Discloses a variety of games that may be played.
	Priority application 09/698,507 (Oct. 2000) p. 8, 13-15. Discloses a variety of games that may be played.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.

Pending Claim 131	
An authorization agent for	Pending application 10/658,836
facilitating the transfer of	Paragraphs [0142], [0143], and [0147] on pages 34-35.
gaming information between	Discloses a gaming server regulating gaming transactions
a plurality of gaming	comprising remote play of game between devices ("In one
devices, the authorization	embodiment during play of the gaming machine 1120, the
agent comprising:	remote player views a digital representation of the game being
	played on the gaming machine 1120.")
	Priority application 09/698,507 (Oct. 2000)
	p.21, line 29 to p. 22, line 10; p. 23, lines 10-18. Discloses a
	gaming server regulating gaming transactions comprising remote

10/658,836

Filed

August 21, 2003

play of game between devices ("In one embodiment during play of the gaming machine, the remote player views a digital representation of the game being played on the gaming machine.")

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and

Pending application 10/658,836

Paragraphs [0105] and [0138] on pages 23 and 30. Discloses server with network bus and communications link to a remote computer. Discloses a network linking the gaming server to a plurality of gaming machines.

Priority application 09/698,507 (Oct. 2000)

p. 8, lines 5-11; p. 17, lines 4-9. Discloses server with network bus and communications link to a remote computer. Discloses a network linking the gaming server to a plurality of gaming machines.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

Pending application 10/658,836

Paragraph [0105] on page 23. Describes gaming server as a micro-computer or a network server.

Paragraphs [0143]-[0144] on page 34. Describes receiving request to play a game.

Paragraphs [0143]-[0145] on pages 34-35. Describes validation of remote computer to allow game play.

Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the gaming machine 1120 and the remote machine 1150 are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150.

Priority application 09/698,507 (Oct. 2000)

p. 8, lines 5-6. Describes gaming server as a micro-computer or a network server.

p. 22, 11-20. Describes receiving request to play a game.

p 22, 20-22. Describes validation of remote computer to allow

a processor configured or designed to (i) receive gaming information transfer requests via the network interface from a first gaming device for the transfer of gaming from the first gaming device to a second gaming device (ii) approve or reject the gaming transaction request (iii) send a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming

Appl. No. : 10/658,836 Filed : August 21, 2003

<u></u>	
information to the second	game play.
gaming device in response	
to the message,	p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the gaming machine and the remote machine are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.
wherein the gaming	Pending application 10/658,836
information is for a game of chance played on a gaming machine.	Paragraph 105 on pages 23-24. Discloses a variety of games that
	Priority application 09/698,507 (Oct. 2000)
	p. 8, 13-15. Discloses a variety of games that may be played.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.

Pending Claim 151	
A first gaming device	Pending application 10/658,836
comprising:	Paragraphs [0142]-[0143] on pages 34. Discloses that a remote
	gaming machine makes a request to a gaming server to play a specific gaming machine.
	Priority application 09/698,507 (Oct. 2000)
	p.21, line 29 to p. 22, line 10. Discloses that a remote gaming
	machine 150 makes a request to a gaming server 110 to play a specific gaming machine 120.
	Provisional application 60/161,591 (Oct. 1999)
	Same as '507 application.
a network interface allowing	Pending application 10/658,836
communications between	Paragraph 105 on pages 23-24. Discloses a network linking a
the first gaming device, an authorization agent and one	gaming server to a plurality of gaming machines.
or more other gaming	Priority application 09/698,507 (Oct. 2000)
devices; and	p. 8, 5-11. Discloses a network linking a gaming server to a
	plurality of gaming machines.
	Provisional application 60/161,591 (Oct. 1999) Same as '507 application.

10/658,836

Filed

August 21, 2003

a processor configured or designed to (i) send a request for the transfer of gaming information from the first gaming device to a second gaming device via the network interface to the authorization agent (ii) receive a message from the authorization agent and (iii) transfer the gaming information to the second gaming device in response to receiving the message wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,

Pending application 10/658,836

Paragraph [0105] on page 23. Discloses gaming machines as stand alone gaming machines that are networked via a network bus.

Paragraphs [0143]-[0144] on page 34. Describes sending request to <u>play</u> a game.

Paragraphs [0143]-[0145] on pages 34-35. Describes validation of remote computer to allow game play.

Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150.

Priority application 09/698,507 (Oct. 2000)

p. 8, 11-15. Discloses gaming machines as stand alone gaming machines that are networked via a network bus.

p. 22, 11-20. Describes sending request to <u>play</u> a game.

p 22, 20-22. Describes validation of remote computer to allow game play.

p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

wherein the gaming information is for a game of chance played on a gaming machine.

Pending application 10/658,836

Paragraph 105 on pages 23-24. Discloses a variety of games that may be played.

Priority application 09/698,507 (Oct. 2000)

p. 8, 13-15. Discloses a variety of games that may be played.

Provisional application 60/161,591 (Oct. 1999)

Same as '507 application.

10/658,836

Filed

August 21, 2003

CONCLUSION

In view of Applicant's remarks, it is respectfully submitted that Applicant has submitted all information required under 37 C.F.R. § 41.202 and listed in the Office Action to comply with the Examiner's request. Should the Examiner have any remaining concerns, the Examiner is respectfully invited to contact the undersigned at the telephone number appearing below. Please charge any additional fees, including any fees for additional extension of time, or credit overpayment to Deposit Account No. 11-1410.

Respectfully submitted,

KNOBBE, MARTENS, OLSON & BEAR, LLP

Dated: 9/5/2008

Bv

Eric M. Nelson

Registration No. 43,829

Attorney of Record

Customer No. 20,995

(619) 235-8550

5866477